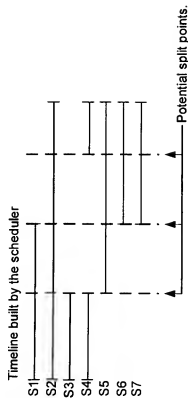
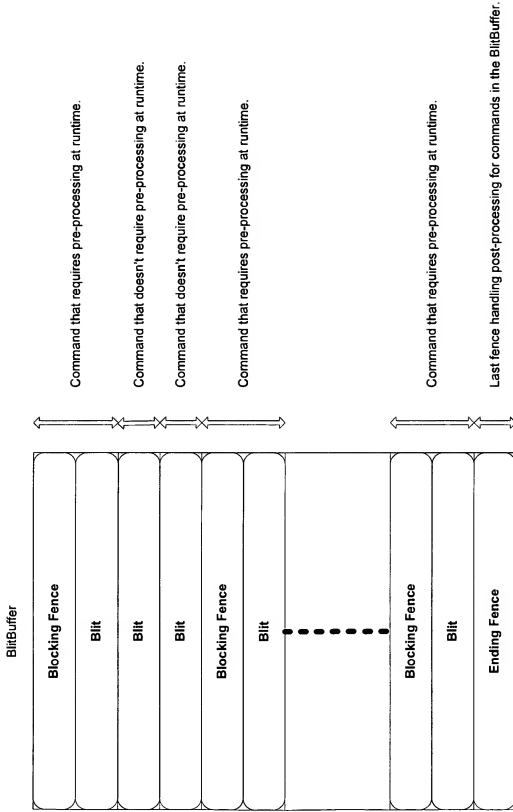


**Legend**

R = Render target  
 Z = Z-buffer  
 T0 = Texture in stage 0  
 T1 = Texture in stage 1  
 S# = Memory resources #

**Fig. 8**





**Fig. 10**